

Isabel Bautista

Graphic Designer | UX/UI Designer

Los Angeles, CA

(323) 599-1287

isabelbautista60@gmail.com

isabelbdesign.myportfolio.com/

EDUCATION

B.S. Interaction Design
Santa Monica College
Santa Monica, CA
Anticipated 2025

Certificate in UX/UI
Santa Monica College
Santa Monica, CA
2022

SKILLS

Graphic Design
Design Research
UX/UI Design
Illustration
Brand Identity
Collaborative
Communication
Project Management

TOOLS

InDesign
Illustrator
Figma
Photoshop
Webflow
Miro
Canva
Google Workspace
Microsoft Office

LANGUAGES

Spanish English

ACADEMIC PROJECTS

The Smithsonian Branding & Exhibition — Graphic Design

Santa Monica College, Santa Monica, CA
FALL 2021

- Generated logo for an emerging museum within The Smithsonian while facilitating their well-established identity.
- Produced cohesive brochures, posters, and logos for the new museum, the National Museum of the American Latino (NMAL).
- Researched, listened, and developed ideas in order to build cohesive touchpoints using InDesign and Illustrator.

Let's Be Real! — User Experience

Santa Monica College, Santa Monica, CA
FALL 2022

- Introduced a newly integrated service that would assist in facilitating community amongst faculty and students.
- Compiled user feedback to understand and develop solutions that advocated for the true underlying issues.
- Devised prototype of a more human interactive platform that reconciles community among online students and their school.

Sustainable Food Practices — Design Research

Santa Monica College, Santa Monica, CA
FALL 2022

- Project managed an 8-week intensive design solution to provide accessible resources to underserved communities.
- Investigated feasible and realistic solutions pertaining to underserved communities struggling with food security.
- Presented initial research and collaborative design workflows leading into the interactive prototype.

WORK EXPERIENCE

Snap Inc., Santa Monica, CA — Snap Design Scholar

June 2022 - Aug 2022

- Collaborated with cross-functional teams of 3 to develop a new mini feature within a two-week period.
- Led wireframe development and usability testing of a mini-feature within a two-day design sprint.
- Coordinated and assisted the project manager in drafting the final 5-minute presentation to stakeholders.